

What is claimed is:

- 1                   1.       A wireless telephone apparatus, comprising:  
2                               a first wireless telephone having switchable  
3       data and voice mode communication capabilities, said data mode including a  
4       competitive activity mode involving communication with a second wireless  
5       telephone to engage in a competitive activity; and  
6                               a wireless telephone communication system  
7       communicating with said first wireless telephone, recognizing when said  
8       telephone is in the competitive activity mode at a time when a voice  
9       telephone call to said first wireless telephone is being attempted, and sending  
10      a notification of the voice telephone call to said first wireless telephone  
11      informing a user of said first wireless telephone about the voice telephone  
12      call.

- 1                   2.           An apparatus as recited in claim 1, wherein said  
2           wireless telephone communication system sends a notification to the second  
3           wireless telephone if the user of said first wireless telephone accepts the voice  
4           telephone call.

- 1                   3.       An apparatus as recited in claim 1, wherein said  
2       competitive activity is a game.

- 1                   4.       An apparatus as recited in claim 1, wherein said  
2       wireless telephone communication system suspends the competitive activity  
3       while the user of said first wireless telephone is taking the voice telephone  
4       call.

1                   5.     An apparatus as recited in claim 1, wherein said  
2     wireless telephone communication system drops said first wireless telephone  
3     from the competitive activity when the user of said first wireless telephone  
4     accepts the voice telephone call.

1                   6.     An apparatus as recited in claim 1, wherein said  
2     competitive activity is a round-robin activity.

1                   7.     An apparatus as recited in claim 1, wherein said  
2     competitive activity is a turn-taking activity.

1                   8.     An apparatus as recited in claim 7, wherein the turn-  
2     taking activity is a game.

1                   9.     A method comprising:  
2                         determining whether a first multimode communication  
3     device is in a data mode which is a competitive activity mode involving  
4     communication with a second multimode communication device to engage in  
5     a competitive activity, when a voice telephone call to a user of the first  
6     multimode communication device is attempted; and  
7                         informing the user of the first multimode  
8     communication device about the voice telephone call.

1                   10.    A method as recited in claim 9, further comprising:  
2                         informing a user of the second multimode  
3     communication device if the user of the first multimode communication  
4     device accepts the voice telephone call.

11. A method as recited in claim 9, wherein the first multimode communication device is a wireless communication device.

12. A method as recited in claim 11, wherein the wireless communication device is a wireless telephone.

13. A method as recited in claim 9, further comprising:  
suspending the competitive activity while the user of  
the first multimode communication device is conducting the voice telephone  
call; and  
restarting the competitive activity mode when the user  
of the first multimode communication device has completed the voice  
telephone call.

14. A method as recited in claim 9, wherein the competitive activity is a game.

15. A method as recited in claim 9, wherein the competitive activity is a debate.

16. A method as recited in claim 9, wherein the competitive activity is a fantasy sports draft.

17. A method as recited in claim 9, wherein the competitive activity is a round-robin activity.

18. A method as recited in claim 9, wherein the competitive activity is a turn-taking activity.

1                   23.     A method as recited in claim 22, wherein the  
2     sequential participation activity is a competitive activity.

1                   25.     A method of managing a competitive activity  
2     involving a first competitor having a first multimode communication device  
3     and one or more other competitors, comprising:

7                                    requesting the first competitor to select at least one  
8                                    competitor from the predetermined competitor list as a second competitor, via  
9                                    the first competitor's first multimode communication device, the second  
10                                   competitor having a second multimode communication device; and

1                   26.       A method as recited in claim 25, further comprising  
2       determining whether the selected second competitor is available, and  
3       providing an indication of availability on the predetermined competitor list.

1                   28.       A method as recited in claim 25, wherein the  
2       predetermined competitor list includes a list of teams of competitors, so that a  
3       team competition can be formed.

1                    35.     A method as recited in claim 25. wherein the  
2     competitive activity is a round robin activity.

1                   36.     A method as recited in claim 25, wherein the  
2 competitive activity is a turn-taking activity.

1                   37.     An apparatus coupled to a communication network,  
2 comprising:  
3                             a first multimode communication device operated by a  
4 first competitor and coupled to the communication network;  
5                             a second multimode communication device operated  
6 by a second competitor and coupled to the communication network;  
7                             a competition control unit storing a first predetermined  
8 competitor list corresponding to the first multimode communication device,  
9 and arranging competitive activities involving multimode communication  
10 devices based on information stored in said competition control unit; and  
11                             a presence manager determining when said first and  
12 second multimode communication devices are accessible,  
13                             said competition control unit arranging a competitive  
14 activity involving said first and second multimode communication devices  
15 when said first multimode communication device makes a request to said  
16 competition control unit, and when the first predetermined competitor list in  
17 said competition control unit indicates a mutual agreement between said first  
18 and second users to compete with one another.

1                   38.     An apparatus as recited in claim 37, wherein said first  
2 and second multimode communication devices comprise first and second  
3 wireless telephones.

1                   39.     An apparatus as recited in claim 37, wherein the first  
2 predetermined competitor list stored in said competition control unit includes

1                   45.       A computer readable storage controlling a computer to  
2       manage a competitive activity involving a first competitor having a first  
3       multimode communication device and a second competitor having a second  
4       multimode communication device, by providing the first competitor with a  
5       predetermined competitor list of one or more potential competitors, which  
6       has been stored in advance, requesting the first competitor to select at least  
7       one competitor from the predetermined competitor list as a second



8 competitor, via the first competitor's first multimode communication device,  
9 and arranging a competitive activity involving the first competitor and the  
10 selected second competitor via the first and second multimode  
11 communication devices.

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